

PROCESS OF LOCALIZING OBJECTS IN MARKUP LANGUAGE DOCUMENTS

Abstract of the Disclosure

5 A method and system that facilitates localization of objects in markup
language documents so that a single set of markup language documents (the set
including one or more documents) provide support for displaying portions of the
documents in a language selected from among a plurality of different languages.
Localized objects are included within in markup language documents through the use
of placeholder variables in the documents. The placeholder variables are linked to
10 localized objects through a reference file having entries populated with localized
objects that are extracted from a dynamic link library based on a language selected by
a user. Before loading each markup language document into a browser, the
placeholder variables are replaced with their associated localized objects during a
pre-rendering operation. When the markup language documents are rendered by the
15 browser, display pages are produced containing localized objects in the language
selected by the user. The present invention also provides for localizing composite
graphic objects, which include a global portion, such as a trademark logo, and a
localized portion, such as a phrase, through the use of cascading style sheets, thereby
enabling the phrase to be rendered in a specified language.